

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1 to 8 (canceled).

Claim 9 (currently amended): A method for playing a religion-based game, comprising:

designating a playing team;

providing a game path including a plurality of spaces, wherein the spaces are divided into religion sets and at least one of the spaces in at least one of the religion sets is a religious-action space;

providing at least one card, the card having a religion-based question printed thereon and an answer to the religion-based question printed thereon, wherein the religion-based question is based on any of a plurality of religions in the religion sets;

providing an answer to the religion-based question by the playing team;

rolling a die and advancing a game token along the game path by the playing team if the answer provided by the playing team is correct, else losing a turn by the playing team; and

losing its turn and performing a predetermined religious action associated with a religion in said one of the religion sets by the playing team if the game token is advanced onto the religious-action space where the playing team loses its turn.

Claim 10 (original): The method of claim 9, wherein the plurality of religions comprise Christianity, Judaism, Buddhism, Hinduism, Islam, the New Religious Movement, Jainism, Baha'i Faith, Confucianism, Shinto, Sikhism, Taoism, Zoroaster, Vodun, eastern religions, classical paganism, and prehistoric religions.

Claim 11 (previously presented): The method of claim 9, wherein the predetermined religious action is a Christianity action, a Judaism action, a Hinduism action, a Buddhism action, or an Islam action.

Claim 12 (original): The method of claim 11, wherein the Christianity action comprises at least one player of the playing team performing:

going to an entrance of the room in which the game is being played;

turning to face the interior of the room;

motioning as if the player is dipping the player's right middle finger into a dish of water to the right of the player;

touching the player's right middle finger to the player's forehead;

bowing by bending the player's left knee while sweeping the player's right leg behind the player;

touching the player's right middle finger to the player's chest;

touching the player's right middle finger to the player's left shoulder;

touching the player's right middle finger to the player's right shoulder;

standing up;

turning around; and

exiting the room.

Claim 13 (original): The method of claim 11, wherein the Hinduism action comprises at least one player of the playing team performing:

sitting on the floor with the player's legs crossed;

placing the player's hands on the player's knees with the player's palms facing up;

touching the player's middle finger to the player's thumb on each hand;

closing the player's eyes;

inhaling;

exhaling and chanting the word "om" as the player exhales; and
repeating the chant a plurality of times.

Claim 14 (original): The method of claim 11, wherein the Buddhism action comprises at least one player of the playing team performing:

standing on a floor;
placing the player's hands together in a prayer position over the player's head;
moving the player's hands down to a location proximate the player's forehead;
moving the player's hands down to a location proximate the player's chest;
kneeling down to the floor;
moving the player's hands down to a location on the floor proximate the player's knees;
bowing down and touching the player's forehead to the floor; and
standing up and repeating the Buddhism action a plurality of times.

Claim 15 (original): The method of claim 11, wherein the Judaism action comprises at least one player of the playing team performing:

standing at a table;
lighting a candle that is placed on the table if a candle is available, else pretending to light an imaginary candle;
raising the player's arms out to the player's sides;
turning the player's palms to face the candle light;
motioning to gather up the light with the player's hands and pull the light to the player's eyes; and
moving the player's hands over the player's eyes.

Claim 16 (original): The method of claim 11, wherein the Islam action comprises at least one player of the playing team performing:

- turning in circles to the right a predetermined number of times;
- chanting a plurality of names of Allah while turning to the right;
- turning in circles to the left a predetermined number of times; and
- chanting a plurality of names of Allah while turning to the left.

Claim 17 (currently amended): A religion-based game comprising:

a game board having a top surface, the top surface having a game path ~~including a plurality of spaces printed thereon, wherein the spaces are divided into religion sets~~ comprising at least a first section and a second section, wherein:

the first section comprises a first plurality of spaces associated with a first religion, and at least one of the first plurality of spaces comprises a first religious-action means for causing a playing team to lose its turn and to perform a first predetermined religious action associated with the first religion when a game token of the playing team advances to the first religious-action means;

the second section comprises a second plurality of spaces associated with a second religion, and at least one of the second plurality of spaces in at least one of the religion sets is comprises a second religious-action space means for causing the playing team to lose its turn and that requires a playing team to perform a second predetermined religious action associated with a religion in said one of the religion sets the second religion when [[a]] the game token of the playing team advances to the religion-action space where the playing team loses its turn second religious-action means;

~~at least one card, the card having a religion-based question printed thereon and an answer to the religion-based question printed thereon, wherein the religion-based question is based on any of a plurality of religions in the religion sets;~~

a plurality of cards, the cards having questions based on at least the first religion and the second religion;

a plurality of game tokens; and

a die[[:]].

~~a debate mechanism; and~~

~~a religious action mechanism.~~

Claim 18 (currently amended): The religion-based game of claim 17, ~~wherein the further~~ comprising a debate mechanism that allows an opposing team to challenge a playing team if the opposing team believes the playing team has provided an incorrect answer to a question.

Claim 19 (canceled).

Claim 20 (currently amended): The religion-based game of claim 17, wherein the ~~plurality of religions comprise~~ the first and the second religions are selected from the group consisting of Christianity, Judaism, Buddhism, Hinduism, Islam, the New Religious Movement, Jainism, Baha'i Faith, Confucianism, Shinto, Sikhism, Taoism, Zoroaster, Vodun, eastern religions, classical paganism, and prehistoric religions.

Claim 21 (canceled).

Claim 22 (previously presented): The method of claim 9, wherein the predetermined act is a religious ritual of the religion.

Claim 23 (canceled).

Claim 24 (previously presented): The method of claim 9, wherein the religion-based questions are multiple-choice questions.

Claim 25 (currently amended): The religion-based game of claim 17, wherein ~~the predetermined act is a religious ritual of the religion~~ the first and the second predetermined religious actions are religious rituals of the first and the second religions, respectively.

Claim 26 (canceled).

Claim 27 (currently amended): The religion-based game of claim 17, wherein the ~~religion-based~~ questions are multiple-choice questions.

Claim 28 (new): A method for playing a religion-based game, comprising:

a playing team moving a game token along a game path comprising at least a first section and a second section;

when the game token is on any of a first plurality of spaces in the first section of the game path:

the playing team answering one of a first plurality of questions based on a first religion;

the playing team advancing the game token along the game path when the playing team correctly answers one of the first plurality of questions based on the first religion;

when the game token is on any of a second plurality of spaces in the second section of the game path:

the playing team answering one of a second plurality of questions based on a second religion;

the playing team advancing the game token along the game path when the playing team correctly answers one of the second plurality of questions based on the second religion.

Claim 29 (new): The method of claim 28, wherein the first and the second religions are unrelated.

Claim 30 (new): The method of claim 28, wherein the first and the second religions are selected from the group consisting of Christianity, Judaism, Buddhism, Hinduism, Islam, the New Religious Movement, Jainism, Baha'i Faith, Confucianism, Shinto, Sikhism, Taoism, Zoroaster, Vodun, eastern religions, classical paganism, and prehistoric religions.

Claim 31 (new): The method of claim 28, wherein the first plurality of questions and the second plurality of questions are multiple-choice questions.

Claim 32 (new): The method of claim 28, further comprising:

the playing team retreating the game token along the game path when an opposing team challenges a playing team's answer and the playing team's answer is incorrect.

Claim 33 (new): The method of claim 28, further comprising:

the playing team retreating the game token along the game path when (1) an opposing team challenges a playing team's answer, (2) the playing team's answer is incorrect, and (3) the opposing team provides another answer that is correct.

Claim 34 (new): The method of claim 28, further comprising:

an opposing team retreating an opposing team's game token on the game path when the opposing team challenges the playing team's answer and the playing team's answer is correct.

Claim 35 (new): The method of claim 28, further comprising:

an opposing team retreating an opposing team's game token on the game path when (1) the opposing team challenges the playing team's answer, (2) the playing team's answer is correct, and (3) the opposing team provides an answer that is incorrect.